

SLEEPY HOLLOW THEATRE & ARTS PARK  
PO Box 675  
Bismarck, ND. 58502

Dear Members of the Senate Appropriations Committee,

We are writing as a 33 year old nonprofit arts organization requesting your support in allocating COVID funding to the arts via the North Dakota Council on the Arts.

The negative impact of Covid and its forced closure of all the performing and visual arts events has had a profound effect on our communities. As a result, our organizations have had no ability to gather people/audiences and therefore no generated income to sustain us. It's a proven fact that the vitality of the arts is a core component of healthy communities! We need to be alive to bring back cultural and economic enrichment.

Our programming annually attracts over 10,000 people to the Capitol City. Concerning Sleepy Hollow Theatre & Arts Park alone, we were unable to execute our large Broadway style musicals at our outdoor setting in addition to an annual fundraising event during the holidays. Likewise, the schools cancelled their shows which totally impacted costume rentals from Sleepy Hollow throughout the year. Sleepy Hollow is the largest costume/prop shop in the state and these rentals help support our youth programming.

We want you to know how appreciative we are for the COVID funding that many of us were able to obtain in December of last year. This was administered through the North Dakota Council on the Arts ---and it was a life saver! Literally. NDCA does an excellent job of doing everything they can to support those of us who are on the front lines, producing and sharing cultural experiences. We are so grateful that they are requesting this additional funding on our behalf!

We ask your support in including the arts in the allocation of your new COVID funding. Thank you very much!

Sincerely,

Susan Lundberg  
Executive Director

Mission:

To provide education and exposure in the arts with youth involved programming by providing pre-professional opportunities for the benefit of our communities and state.